

1.	Record Nr.	UNISALENTO991003378569707536
	Autore	Juden, Brian
	Titolo	Traditions orphiques et tendances mystiques dans le romantisme français : 1800-1855 / Brian Juden
	Pubbl/distr/stampa	Paris : Klincksieck, 1971
	Descrizione fisica	805 p. ; 20 cm
	Collana	Bibliothèque française et romane. Série C, Études littéraires
	Disciplina	840.914
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	Lingua di pubblicazione	Francese
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2.	Record Nr.	UNINA9910792174403321
	Autore	Harauz Nick
	Titolo	Apple motion 5 cookbook [[electronic resource] ] : over 110 recipes to build simple and complex motion graphics in the blink of an eye // Nick Harauz
	Pubbl/distr/stampa	Birmingham, : Packt Pub., 2013
	ISBN	1-84969-381-1
	Descrizione fisica	1 online resource (416 p.)
	Disciplina	778.5930285536
	Soggetti	Computer animation Computer graphics
	Lingua di pubblicazione	Inglese
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	Note generali	"Quick answers to common problems"--Cover. Includes index.

Cover; Copyright; Credits; About the Author; Acknowledgement; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Around the Interface; Introduction; Choosing a Motion project; Importing files to the Canvas, Layers tab, and Timeline; Importing Photoshop and Illustrator files; Making selections with Expose; Changing the layer order; Groups versus layers; Making changes in the Properties tab, HUD, and Canvas; Moving and trimming layers in the Timeline and the mini-Timeline; Launching and customizing a template; Keyboard customization  
Looking under the hood - key preferences for your workflows  
Sequencing stills in the Timeline; Managing the Layers tab; Chapter 2: Looking at Motion's Library; Introduction; A brief tour of the Library tab; Importing files from the Content library; Applying a Glow filter to a layer; Copying filters and applying filters to a group; Controlling the filter order; The power of cloning; The power of blend modes; Customizing a gradient generator; Applying a blend mode to a gradient; Adding a frame and changing a drop zone's contents; Adding a Flourish and applying filters  
Chapter 3: Making It Move with Behaviors  
Introduction; Applying a Fade In/Fade Out and Grow/Shrink behavior to a still; Customizing a Motion Path; Spinning and throwing a ball; Adding an Attractor and Attracted To behavior; Adding Edge Collision and Gravity behaviors to a ball; Creating Random Motion using the Randomize behavior; Stop, Wriggle, Rate, and Quantize; Using the Link behavior; An intro to Text behaviors; Writing on your shape's outline; Creating constant and variable speed changes; Holding and looping your animations; Chapter 4: Making It Move with Keyframes; Introduction  
Moving a still's anchor point and keyframing its scale  
Deleting and disabling keyframes; Keyframing a group; Autokeyframing multiple parameters on a shape; Working with multiple parameters in the Keyframe Editor; Moving keyframes in the Keyframe Editor; Reversing Keyframes; Understanding and changing the interpolation; Converting behaviors into keyframes; Combining keyframes and behaviors - animating a Photoshop file; Combining keyframes and behaviors - animating a clock; Chapter 5: Let's Make Text; Introduction; Changing the text format; Changing the text style  
Changing the layout and creating text on a path  
Adding and trimming multiple text behaviors; Sequence Text; Using the Transform Glyph tool; Saving your favorite text animations and styles; Using vector images from the special characters library; Using videos and textures to fill text; Creating a lower third for FCPX; Chapter 6: Paint and Masks; Introduction; Using the Paint Stroke tool; Changing Shape Style and Width Over Stroke; Using Sequence Paint; The relationship between shapes and Paint; Using shape masks; Creating a garbage matte for a green screen; Adding a video to a television screen  
Applying multiple masks to an image and changing mask modes

Step-by-step, practical recipes to build simple and complex Motion Graphics with Motion 5  
"Apple Motion 5 Cookbook" is designed for Final Cut Pro X video editors and Motion 5 users looking to gain more knowledge of how Motion works, and to get more of a 'WOW' factor in projects. It's also aimed at designers and motion designers alike, who are looking to build on their skillsets.